

**PATENT APPLICATION FEE DETERMINATION RECORD**  
Effective October 1, 2003

Application or Docket Number

173 01

**CLAIMS AS FILED - PART I**

	(Column 1) NUMBER FILED	(Column 2) NUMBER EXTRA
TOTAL CLAIMS	3	
FOR		
TOTAL CHARGEABLE CLAIMS	3 minus 20 =	
INDEPENDENT CLAIMS	1 minus 3 =	
MULTIPLE DEPENDENT CLAIM PRESENT	<input type="checkbox"/>	

If the difference in column 1 is less than zero, enter "0" in column 2

**CLAIMS AS AMENDED - PART II**

	(Column 1) CLAIMS REMAINING AFTER AMENDMENT	(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA
Total	3	20	
Independent	1	3	
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM	<input type="checkbox"/>		

	(Column 1) CLAIMS REMAINING AFTER AMENDMENT	(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA
Total	3	20	
Independent	1	3	
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM	<input type="checkbox"/>		

	(Column 1) CLAIMS REMAINING AFTER AMENDMENT	(Column 2) HIGHEST NUMBER PREVIOUSLY PAID FOR	(Column 3) PRESENT EXTRA
Total			
Independent			
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM	<input type="checkbox"/>		

**SMALL ENTITY TYPE**

RATE	FEE
BASIC FEE	385.00
X5 9=	
X43=	
+145=	
TOTAL	

**OTHER THAN SMALL ENTITY**

RATE	FEE
BASIC FEE	770.00
X518=	
X86=	
+290=	
TOTAL	

**SMALL ENTITY**

RATE	ADDITIONAL FEE
X5 9=	
X43=	
+145=	
TOTAL ADDIT. FEE	

**OTHER THAN SMALL ENTITY**

RATE	ADDITIONAL FEE
X518=	
X86=	
+290=	
TOTAL ADDIT. FEE	

RATE	ADDITIONAL FEE
X5 9=	
X43=	
+145=	
TOTAL ADDIT. FEE	

RATE	ADDITIONAL FEE
X518=	
X86=	
+290=	
TOTAL ADDIT. FEE	

RATE	ADDITIONAL FEE
X5 9=	
X43=	
+145=	
TOTAL ADDIT. FEE	

RATE	ADDITIONAL FEE
X518=	
X86=	
+290=	
TOTAL ADDIT. FEE	

If the entry in column 1 is less than the entry in column 2, enter "0" in column 3.

If the "Highest Number Previously Paid For" ON THIS SPACE is less than 20, enter "20."

If the "Highest Number Previously Paid For" ON THIS SPACE is less than 3, enter "3."

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.

Best Available Copy